

The embodiments of the invention in which an exclusive property or privilege is claimed are defined as follows:

1. A method of redirecting an input message to a redirected application, the redirected application having at least one of its windows redirected, comprising:

- (a) determining if the input message is directed at a redirected application;
- (b) intercepting the input message if directed at a redirected application;
- (c) transforming the input message if directed at a redirected application; and
- (d) redirecting the input message to the redirected application if the input message is directed at a redirected application.

2. The method of Claim 1, wherein determining if the input message is directed at a redirected application, comprises:

- (a) checking an indicator that indicates if a window of an application has been redirected; and
- (b) determining if the input message occurred over a window of a redirected application if the indicator indicates that an application has been redirected.

3. The method of Claim 2, wherein transforming the input message comprises:

- (a) obtaining the location of the input message;
- (b) obtaining the location of the actual application window that has been redirected;
- (c) creating a transform to change the location of the input message to the location of the actual application window that has been redirected if required; and
- (d) applying the transform to the input message.

4. A method of redirecting input messages meant for a redirected application, the redirected application having at least one of its windows redirected, comprising:

- (a) installing at least one hook to intercept input messages;
- (b) receiving input messages intercepted by the hook;
- (c) determining if the input messages are directed at a window of the redirected application;
- (d) transforming the input messages to correspond to the actual location of the window of the application; and
- (e) sending the updated input message to the redirected application.

5. The method of Claim 4, wherein the hook used to intercept input messages, comprises:

- (a) intercepting direct calls to obtain cursor information made by the redirected application; and
- (b) intercepting all other input events directed at the redirected application.

6. A computer-readable medium having computer executable instructions for redirecting an input message to a redirected application, the redirected application having at least one of its windows redirected, which, when executed, comprise:

- (a) determining if the input message is directed at a redirected application;
- (b) intercepting the input message if directed at a redirected application;
- (c) transforming the input message if directed at a redirected application; and
- (d) redirecting the input message to the redirected application if the input message is directed at a redirected application.

7. The computer-readable medium of Claim 6, wherein determining if the input message is directed at a redirected application, comprises:

- (a) checking an indicator that indicates if a window of an application has been redirected; and
- (b) determining if the input message occurred over a window of a redirected application if the indicator indicates that an application has been redirected.

8. The computer-readable medium of Claim 7, wherein transforming the input message comprises:

- (a) obtaining the location of the input message;
- (b) obtaining the location of the actual application window that has been redirected;
- (c) creating a transform to change the location of the input message to the location of the actual application window that has been redirected if required; and
- (d) applying the transform to the input message.

9. A computer-readable medium having computer executable instructions for redirecting input messages meant for a redirected application, the redirected application having at least one of its windows redirected, which, when executed comprise:

- (a) installing at least one hook to intercept input messages;
- (b) receiving input messages intercepted by the hook;
- (c) determining if the input messages are directed at a window of the redirected application;
- (d) transforming the input messages to correspond to the actual location of the window of the application; and
- (e) sending the updated input message to the redirected application.

10. The computer-readable medium of Claim 9, wherein the hook used to intercept input messages, comprises:

- (a) intercepting direct calls to obtain cursor information made by the redirected application; and
- (b) intercepting all other input events directed at the redirected application.

11. A computer system for redirecting an input message to a redirected application, the redirected application having at least one of its windows redirected, wherein the computer system is capable of running an application have a plurality of executable steps, the method comprising:

- (a) determining if the input message is directed at a redirected application;
- (b) intercepting the input message if directed at a redirected application;
- (c) transforming the input message if directed at a redirected application; and
- (d) redirecting the input message to the redirected application if the input message is directed at a redirected application.

12. The computer system of Claim 11, wherein determining if the input message is directed at a redirected application, comprises:

- (a) checking an indicator that indicates if a window of an application has been redirected; and
- (b) determining if the input message occurred over a window of a redirected application if the indicator indicates that an application has been redirected.

13. The computer system of Claim 12, wherein transforming the input message comprises:

- (a) obtaining the location of the input message;
- (b) obtaining the location of the actual application window that has been redirected;
- (c) creating a transform to change the location of the input message to the location of the actual application window that has been redirected if required; and
- (d) applying the transform to the input message.

14. A computer system for redirecting an input message to a redirected application, the redirected application having at least one of its windows redirected, wherein the computer system is capable of running an application have a plurality of executable steps, the method comprising:

- (a) installing at least one hook to intercept input messages;
- (b) receiving input messages intercepted by the hook;
- (c) determining if the input messages are directed at a window of the redirected application;

- (d) transforming the input messages to correspond to the actual location of the window of the application; and
- (e) sending the updated input message to the redirected application.

15. The computer system of Claim 14, wherein the hook used to intercept input messages, comprises:

- (a) intercepting direct calls to obtain cursor information made by the redirected application; and
- (b) intercepting all other input events directed at the redirected application.